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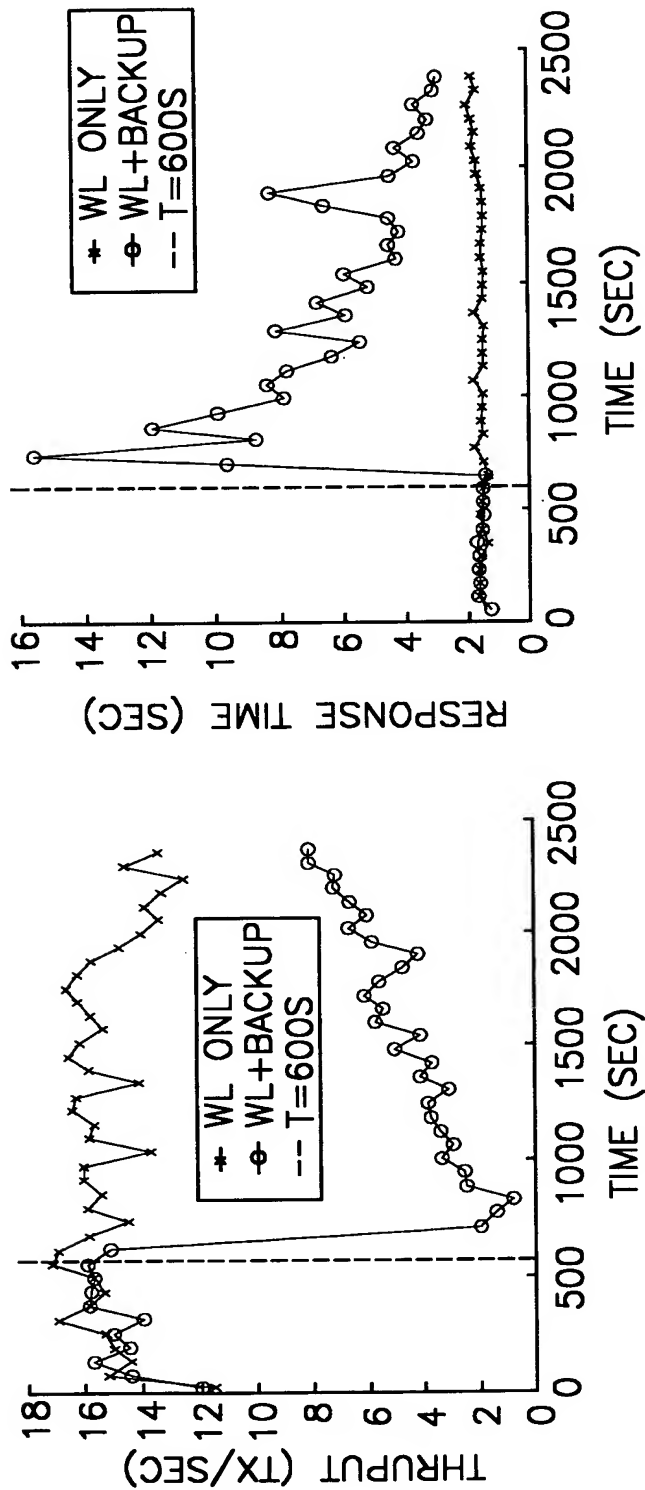


FIG. 1

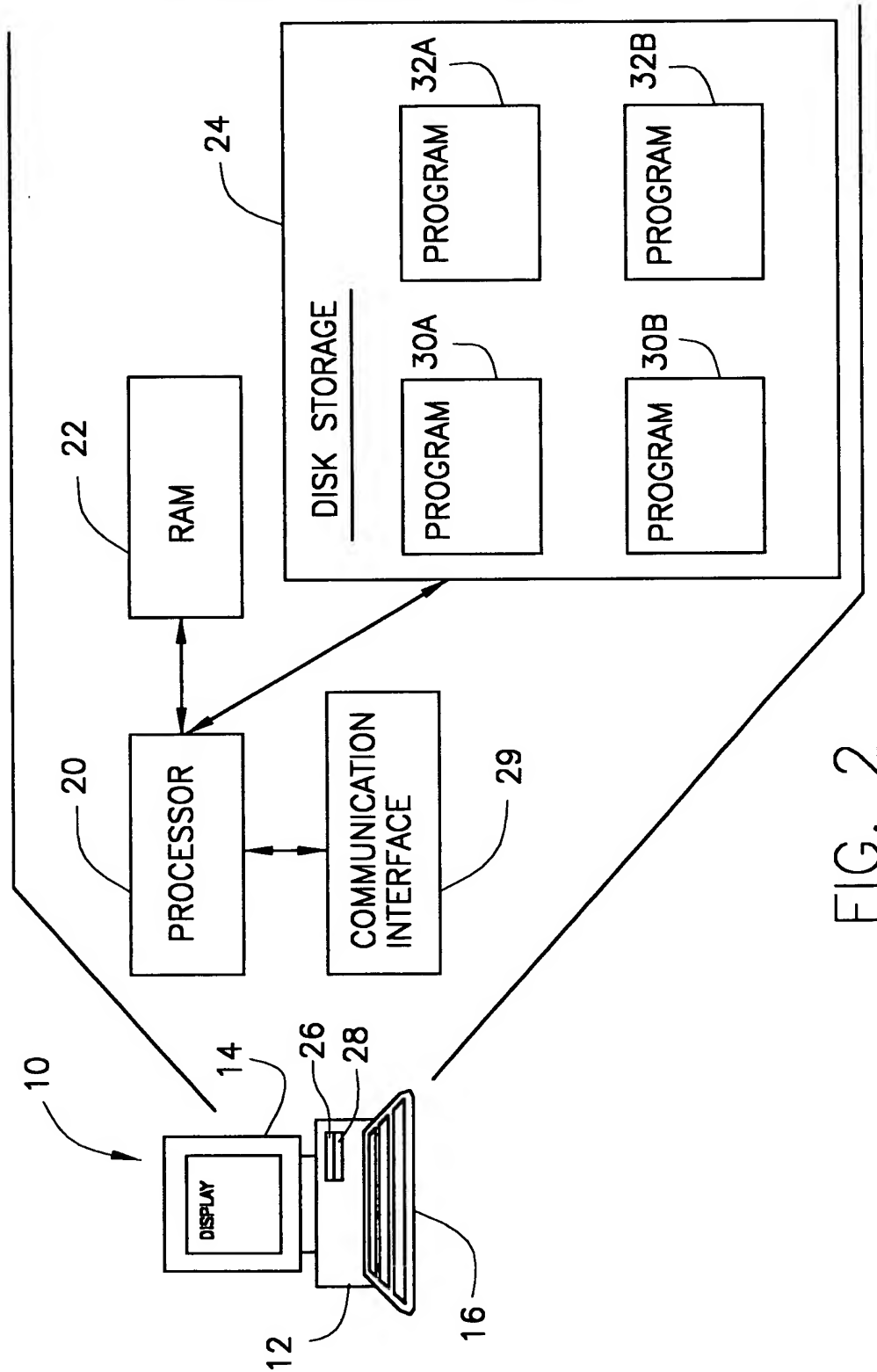


FIG. 2

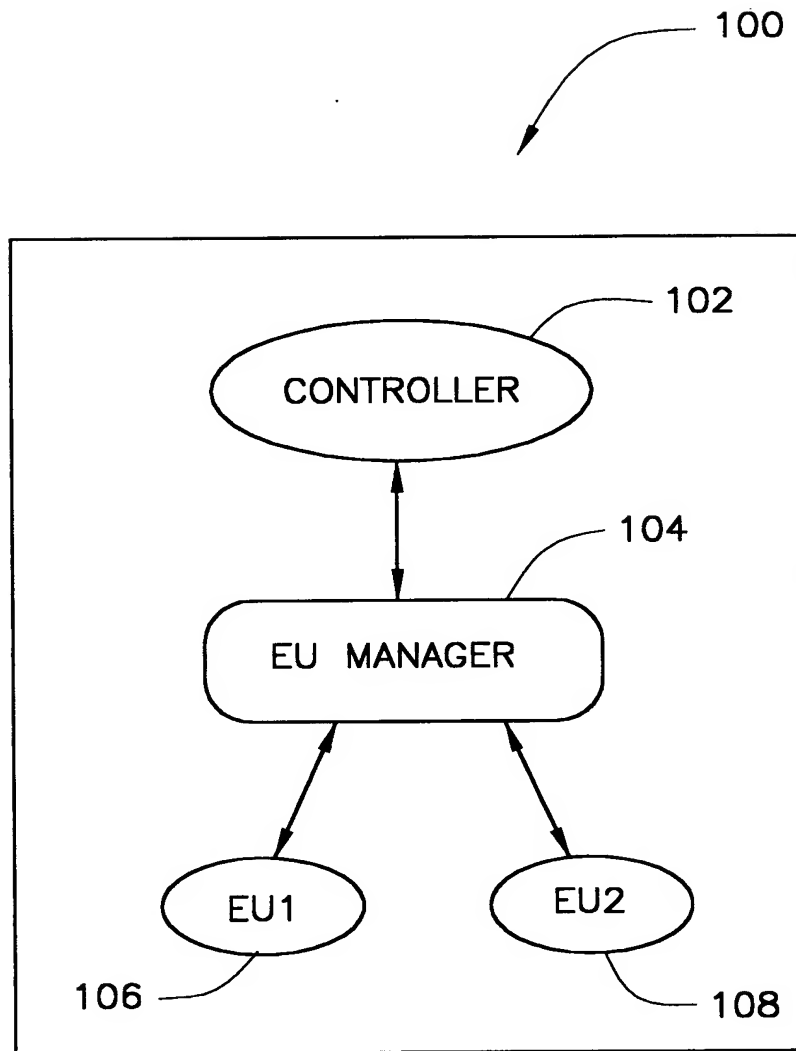


FIG. 3

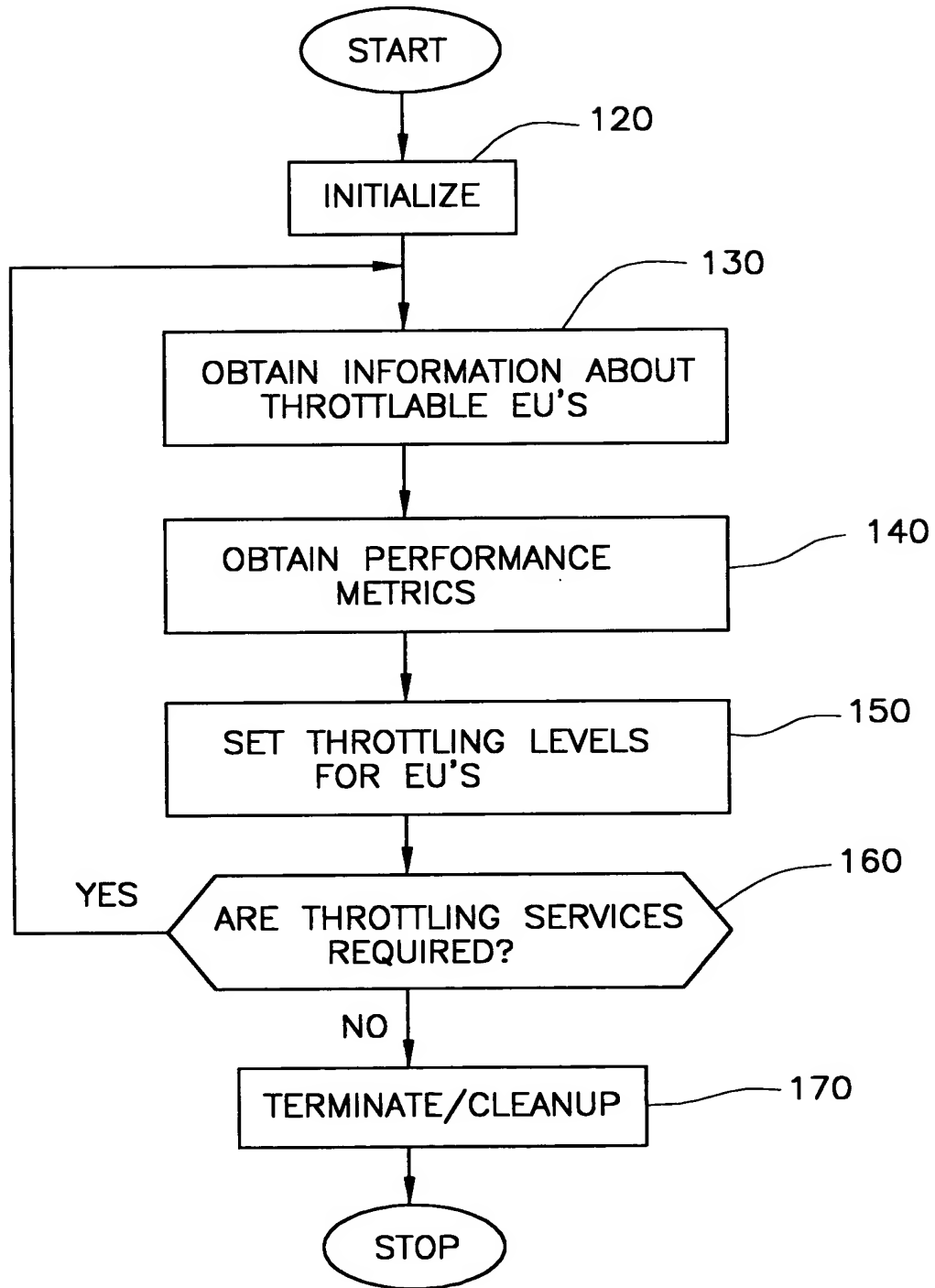


FIG. 4

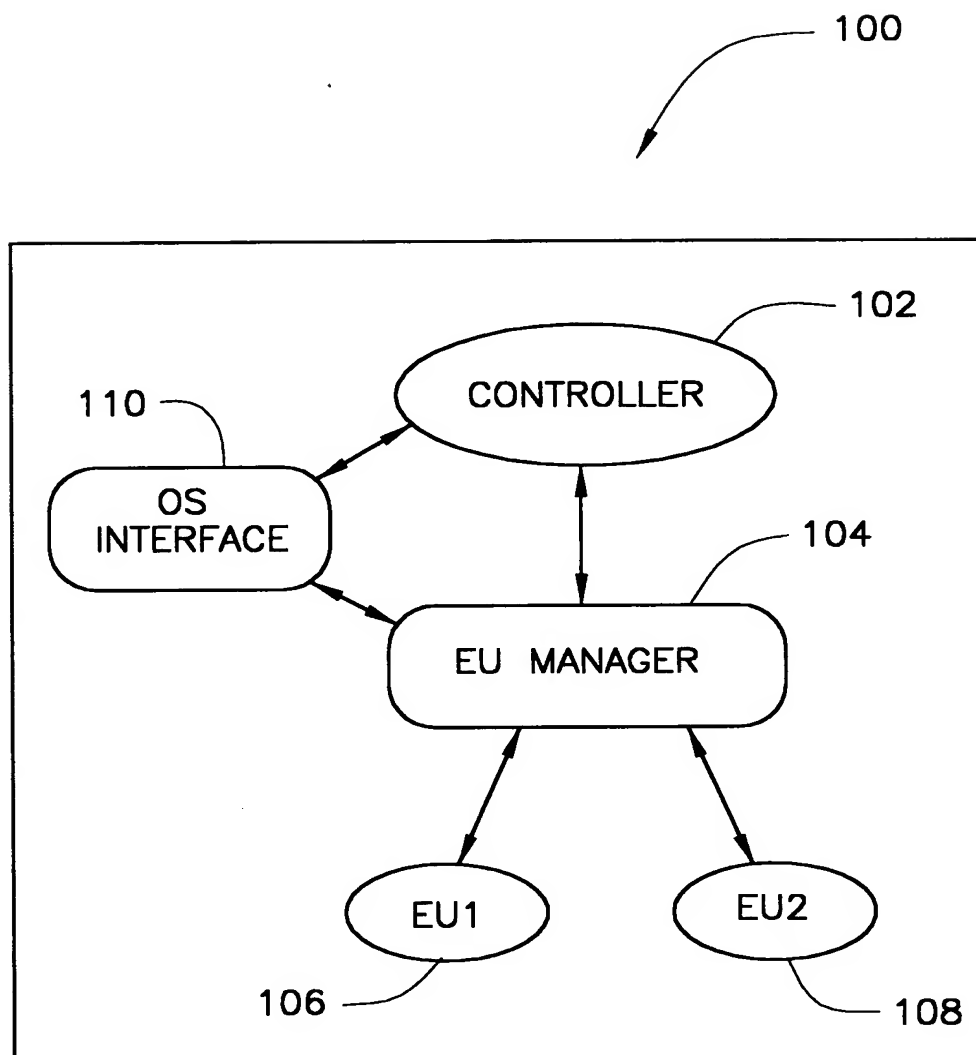


FIG. 5

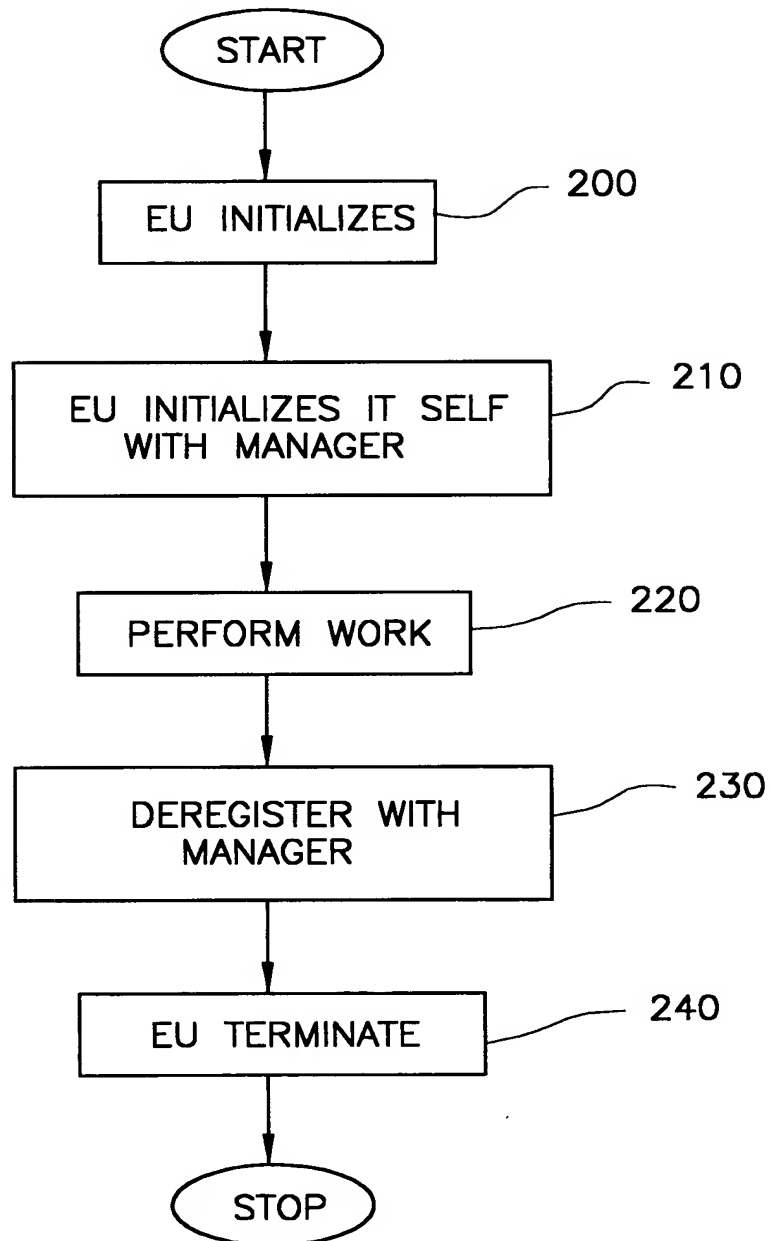


FIG. 6

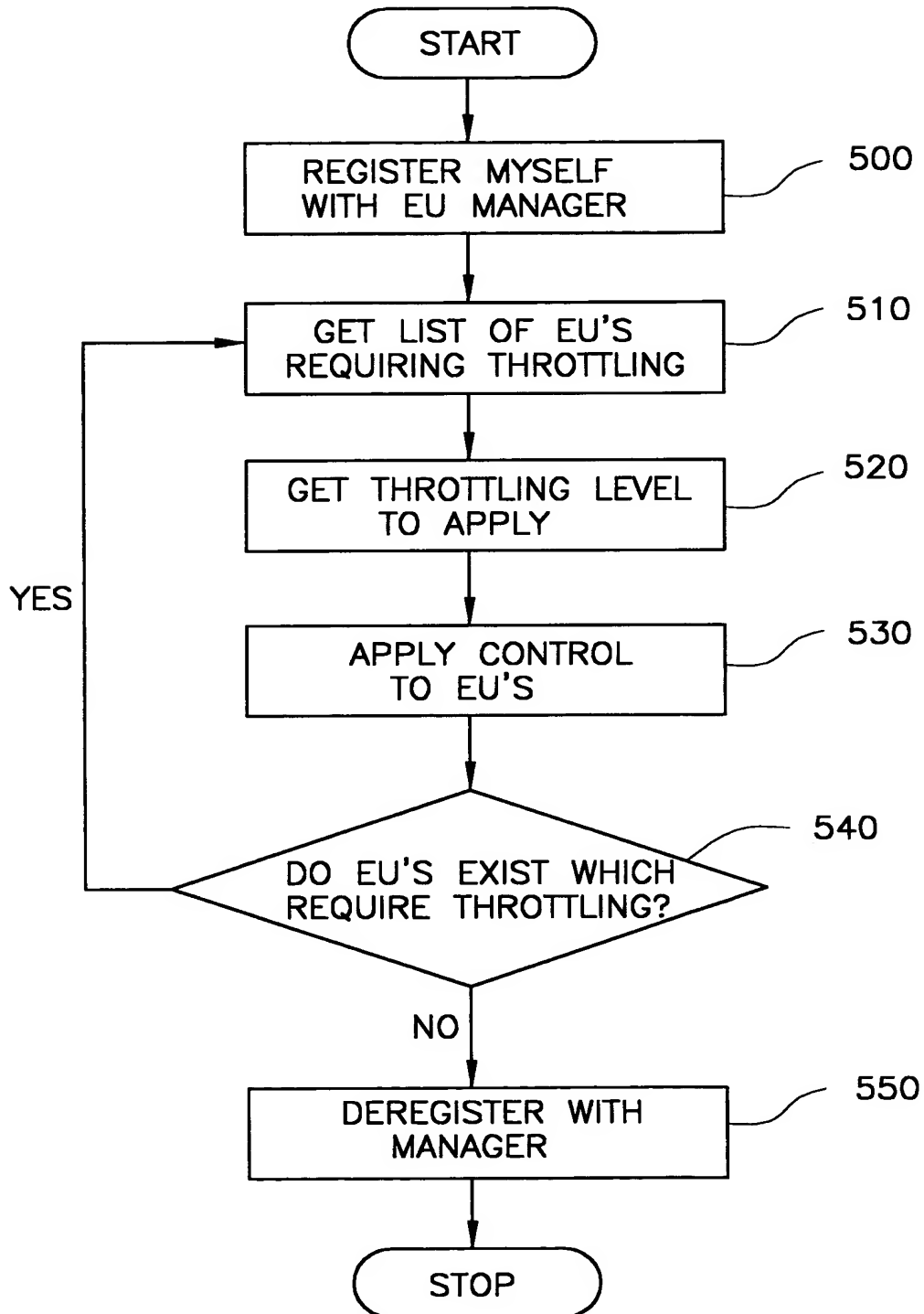


FIG. 6B

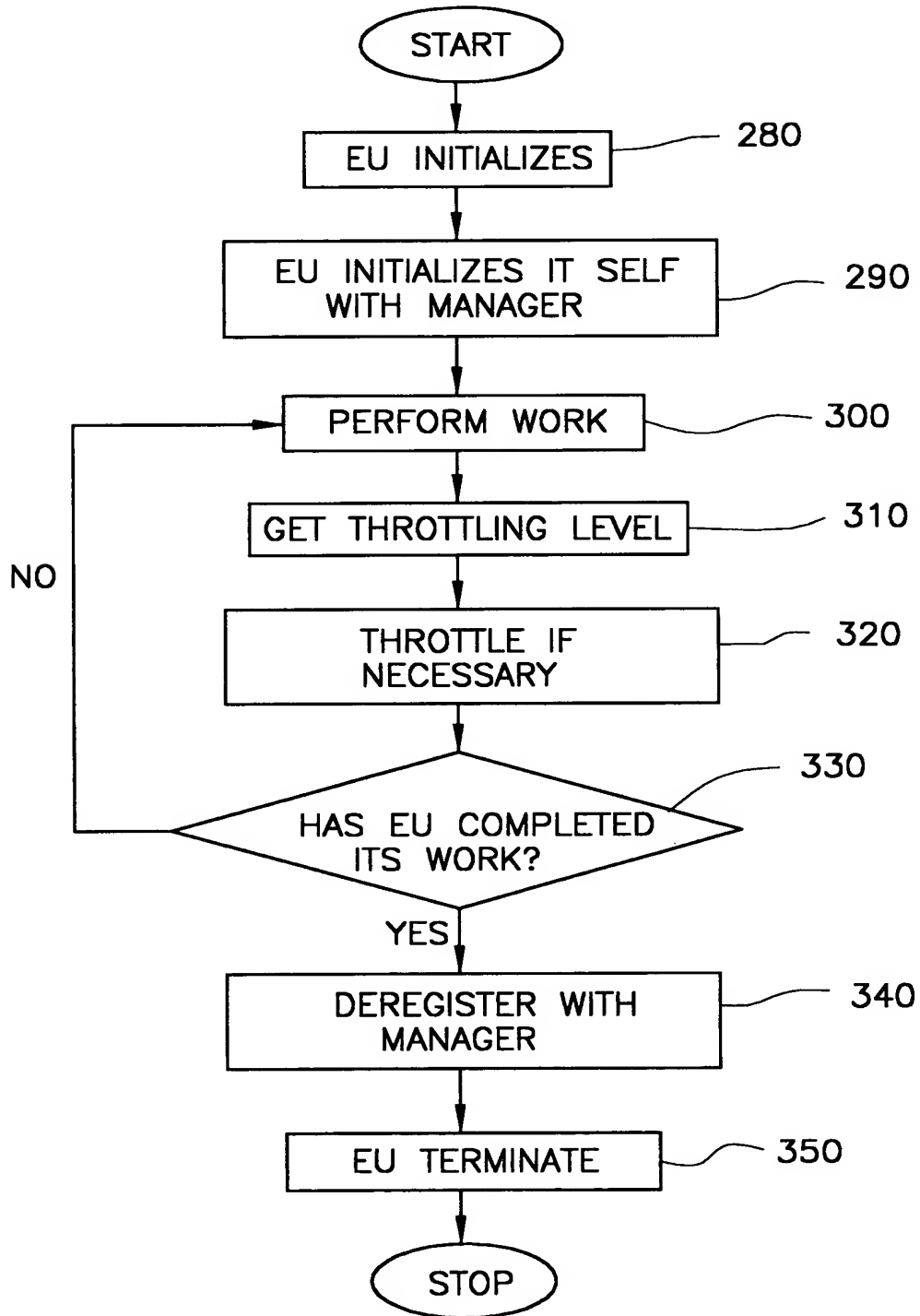


FIG. 7



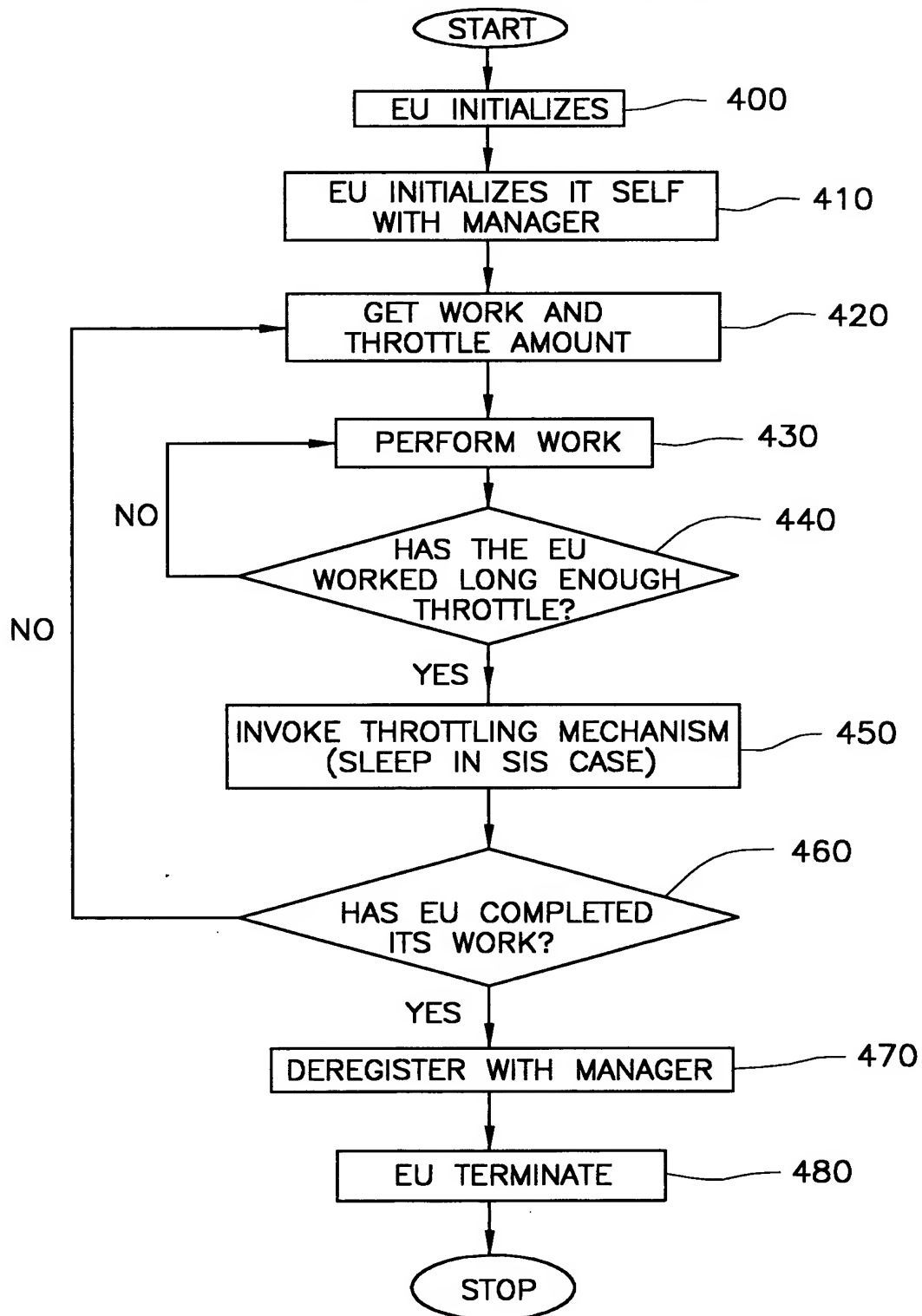


FIG. 8

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```
COMPONENT ThrottleAgent
BEGIN
EUManager->RegisterThrottleAgent();
While (EUManager->IsThrottlingRequired())
BEGIN
EUList=EUManager->GetListOfEUs(self);
ThrottlingLevels=EUManager->GetThrottlingLevel(EUList);
...apply ThrottlingLevel to EUs In EUList....
END
EUManager->DeregisterThrottleAgent() ;
END
```

FIG. 9

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```
COMPONENT EU
BEGIN
...Initialization...
EUManager->RegisterEU(...args...);

While(NOT Done)
BEGIN
...Do some work...
ThrottlingLevel=EUManager->GetThrottlingLevel(self);
Throttle(ThrottlingLevel);
END

...Termination...
EUManager->DeRegisterEU();
END
```

FIG. 10

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```
FUNCTION Utility()  
BEGIN  
    WHILE (NOT done)  
    BEGIN  
        ...do some work...  
        Throttle If Needed()  
    END  
END
```

(a) Inserting SIS point

```
FUNCTION Throttle If Needed()  
BEGIN  
    (workTime, sleepTime) = GetThrottlingLevel() ;  
    timeWorked = Now() - workStart ;  
    IF (timeWorked > workTime)  
        SLEEP ( sleepTime ) ;  
        workStart = Now() ;  
    ENDIF  
END
```

(b) SIS implementation

FIG. 11

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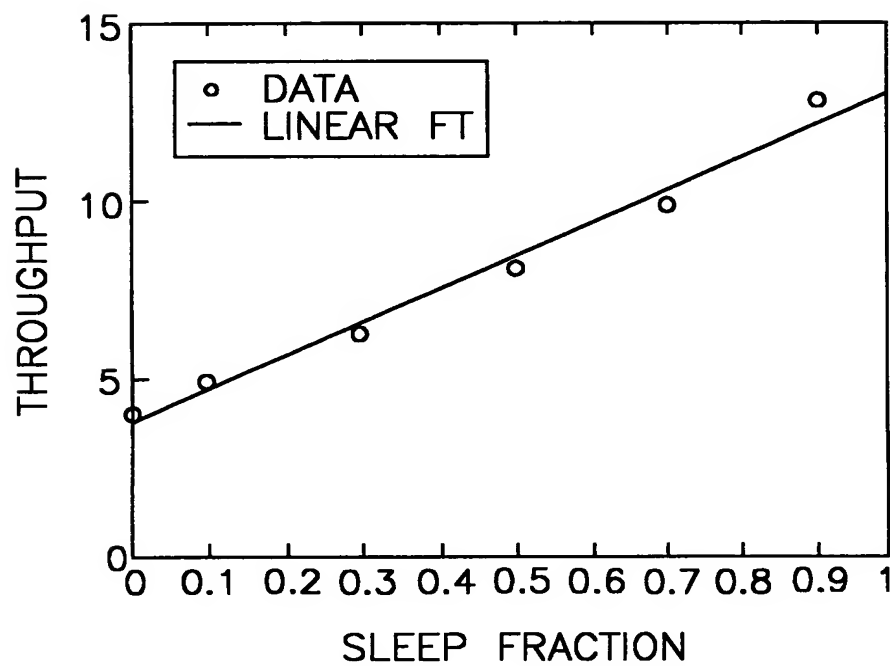


FIG. 12

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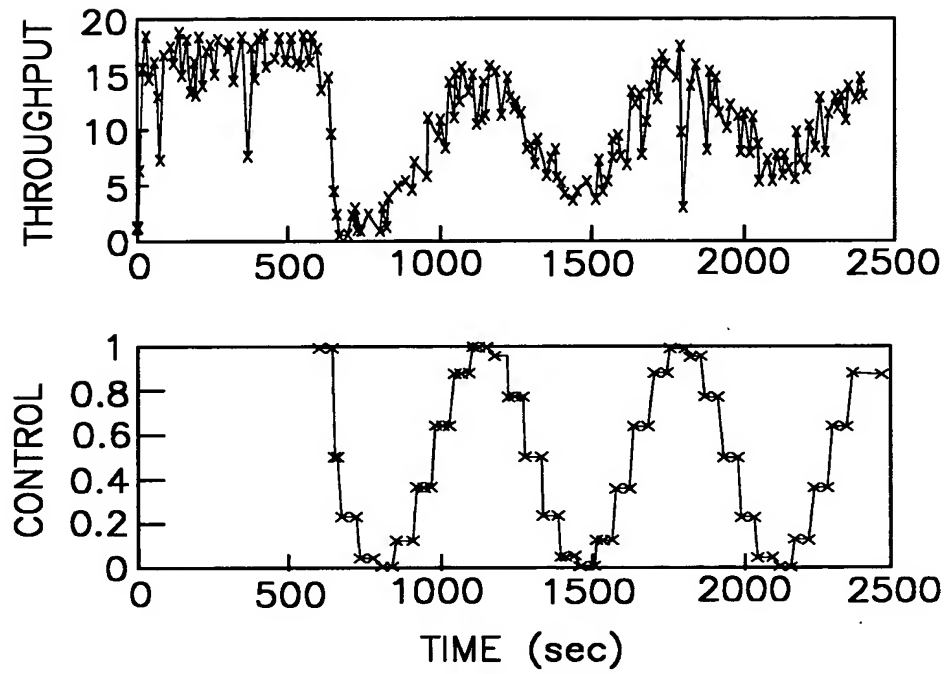


FIG. 13